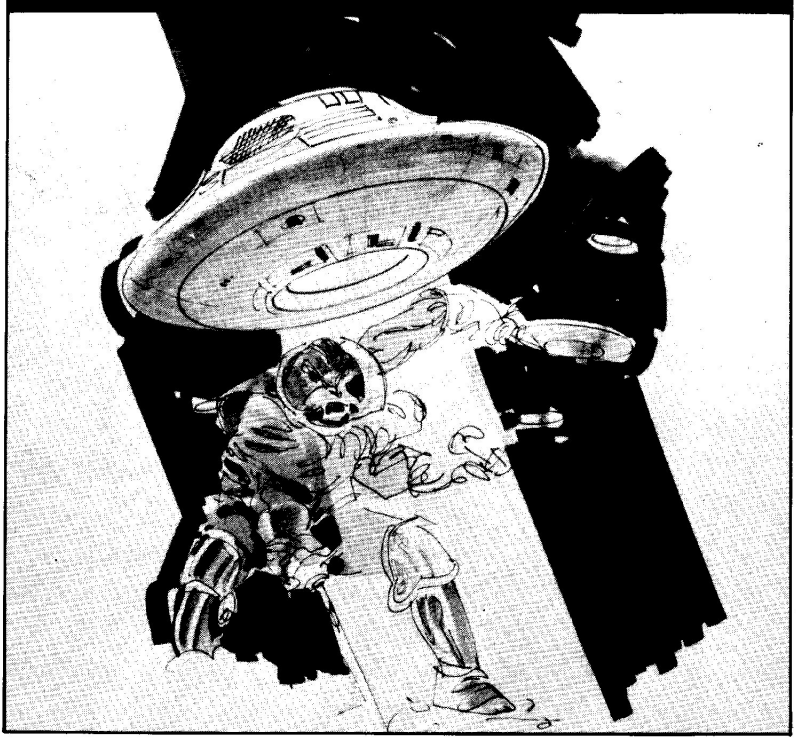
ARCADIA-2001™

BY Emerson

VIDEO GAME INSTRUCTIONS

ALIEN INVADERS™



CART NO. 8

PART NO. 1003

I. GENERAL

1. Be sure the power switch is in OFF position (RED POWER LITE OFF) when inserting or removing a game cartridge. This will prevent damage to your cartridge and console.
2. Insert cartridge into console (Game name should face you).
3. Read this "OWNERS MANUAL" before playing game.
4. Refer to it for all necessary adjustments for best results.

II. OBJECT OF THE GAME

1. Your city and 6 missile launchers are under attack by 70 "invaders" who were launched by their "MOTHER SHIPS".

2. The object of the game is to shoot down ALL THE INVADERS & THE MOTHER SHIPS before they destroy your missile launchers.
3. You have 5 minutes of accellerated computer time showing (actual time is approx. 3 minutes) to accomplish this task.
4. At the end of the game your score will appear at the top of the screen. It will remain in the computer memory as "HI" score so long as someone "beats" it. The next Higher Score will automatically replace it.
5. This game can be played by as many consecutive players as desired. The "HI" score will remain on display as long as each successive game is triggered by the "START" button if power has not been turned **"OFF".**
6. IN ORDER TO **"ERASE"** the HI-score you can either push the "POWER OFF" button or push the GAME RESET BUTTON.

III. TO BEGIN PLAY

1. INSERT CARTRIDGE.

The gamename on top and the game display on cartridge should be facing you. Be sure cartridge slides gently and firmly into socket. DO NOT USE FORCE or you may damage the cartridge and console.

2. PRESS "POWER-ON" SWITCH ON CONSOLE.

The red power light will go on.

a. You will hear musical notes and first see the MISSILE LAUNCHERS, THE CITY AND THE DEFENSIVE CASTLES, in red, yellow, green and black colors. You will also see time 5.00

000 H I

b. Slowly the mother ship will appear below "000" and you will see the "INVADERS" being launched by the mother ship.

c. The game is ready for ACTION.

IV. HOW TO PLAY

Since this is a "ONE PLAYER AT A TIME" Game, the Left Hand Controller will be used.

1. Pick up left hand controller with "Disc" towards you. The controller has 4 functions.

a. Move the missile launcher to the left – depress left side of Disc (9 o'clock)

b. Move the missile launcher to the right – depress right side of Disc (3 o'clock)

c. Stop the missile launcher – release Disc.

d. Fire missile – Depress side button (either one) or press digit #2.

2. PRESS START BUTTON

a. The invaders will start moving and shooting at the missile launchers.

b. Press "Disc" for evasive action. The missile launchers can move left or right. You have 3 fortresses behind which your missiles are "safe". However, the invaders can penetrate your "FORTRESS" cover one block at a time. You can also shoot thru the fortress at the invaders. Every time your missile hits the fortress it also destroys 1 protective block.

3. SHOOTING:

You will see on the screen a black missile on top of launcher. To shoot, squeeze either Action Switches or press # 2 on keyboard. After each missile is launched the next missile will be loaded and ready to fire.

4. You will notice that as the invaders descend on the city- the buildings will shrink accordingly. As you hide your missiles behind their defensive castles the invaders will seek out that particular castle and "bomebard" it. So keep your missile launcher on the move. If you merely try to hide behind the "castle", the invaders will "get you".

5. SCORING:

Whenever your missiles hit the invaders you will hear a "hit" sound and it will show on your score. The points are: —

Hit yellow invader	1 point
Hit green invader	2 points
Hit red invader	3 points
Hit black invader	4 points
Hit Mother Ship	9 points

At the end of the 5 minutes, for each missile launcher you have left you receive an additional 10 points per launcher. At the end of the game your score will show. If it is the highest score, then it will also appear next to **"HI"**. The **HI** score for the competition can only be removed if the **RESET** button is depressed or the power is turned off.

6. TIME:

Invaders will move faster and will start descending as time goes on.

7. GAME ENDS

a. When all missile launchers have been destroyed.

b. Time runs out.

8. TO PLAY NEXT GAME

If you wish to retain the HI-score then merely depress the **"START"** Button. Then continue as from III. "TO BEGIN PLAY".

If you wish to erase the HI-score then merely depress the "RESET" button. The high Score will show a blank and your next score will become the HI-score.

9. TO REMOVE CARTRIDGE:

Depress power switch to off. Red lite should go out. Remove cartridge.

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